



TU THE PLAYER!

JOIN THE

POWER UNDERGROUND!





POWERLINE

· Metroid II: The Return of Samus leads off this month's Game Boy lineup, a fitting spot for a fantastic title that is even more complex than its classic NES predecessor. Fans have been screaming for another Metroid game, and they won't be disappointed when they see the depth of this sequel. Samus Aran is more radical than ever! In other Game Boy news, Master Higgins returns in Hudson's Adventure Island, and pinia favorite, Ryu Hayahusa, shows off slick new moves in Ninin

Guiden Shadow.

new movie that stars Anjelica Huston and Raul Inlin as Morticia and Gomes. The Addams Family is, of course. based on the TV series from the '60s. It has been syndicated and shown widely ever since it went

off the air, though, so it has gained fans that weren't even around when the series was running, In the NES adventure. Gomez has to find Morticia, who is bring held somewhere in their spooky old mansion. It's a

· Remember the Game Boy Design Contest we ran back in



didate expect tens of thousands. though! We got so many that they filled an and threatened to take over our Nintendo ment! And talk about great-it really touch to choose the three win-

up that we're showing in this issue. In future issues, we hope to include some of the fantastic designs that didn't make the top six.

To start off the new year with a hang, next month we're making some changes and adding new elements to Nintendo Power. Don't warry ... you'll still find the best game play coverage anywhere in your monthly issue. In fact, we'll actually be adding pages to bring you more special features including regular, full-

length comics.

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Art Discourse : Concept & Drops-

VOLUME 22--- OCCUPANCE 1991

Color Seguration by Die Noppor Printing Do MANUFACIO IS A REGISTERED TRADEWARK TM & © for person and cherectors are

Batman buffe just in time to book up with the

comes to the NES this month. 4 NINTENDO POWER

· For the NES, Batman's back-

and so is his naughty nemesis,

the Joker. The joke's on him,

though, when Batman puts his

mind and might into shutting

down his not-so-funny perfor-

mance. Not for the feint of beart.

Batmani Return of the Joker is

challenging to even seasoned

players, and it's a must-play for

· The sometimes errory and

always kooky Addams Family





The clown re-	RN OF THE JOKER since of crime makes a stanning correback is and on the DC Cornics characters.	shis new
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NOW PLAYING	84

ahead to coming assractions		
G	AME BOY	
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CHIPED NEC CHOWCACE

get started.

PILOTWINGS	
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AK WATCH

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HUDSON'S ADVENTURE ISLAND Master Higgins stravels back so paradisis again, with Came Boy this de search for the Indiapped Tria.	

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Oh sure, the Super NES is awesome, but.... A few issues back, we asked you to tall us what your ultimate game system would do. A lot of you wanted ur dream systems to do your chores and homework, while others just wanted theirs to spit out cold. hard cash. Here are some of the more interesting answers we received.

ILY WE HAD 27 FINGERS

y fantasy game system would be a complex 512bit system. It could displey 27.876.992 colors at one time and could play any game from envideo game system that ever was or ever will be! There would be a ministure band inside that knew how to play any song! You could even buy a snecial chip that would allow you to make your own games for it! What game would come with the system you ask: Super Mario Galaxy, better known as Super Mario Bros. 241 The system would come with six 27-betton controllers and would cost \$259.95. I would call it The Baw Power System!

Jimmy Peterford Glen Cove, NY

eing a Nintendo fan myself and father of two young players. An and Trent, I jumped at the chance to dream up my very own video game system. Of course I would include all the great features of the NES and Super NES, the the sharp graphics and sound. I would also have plenty of fun games that families like ours could play together. The little ones do take e lot out of me, though, so the wildest game system in my imagination would be able to make expresso, balance my

ments, do the laundry fix dinner AND walk our dog, Cliffy. What do you think? Is all that too much to ask? If you get around to making this Super System, could you send one to me immediately? Please humvi

Steve Messerer Spokane, WA

T would be easy for me to decide what my ultimate game system would do: travel through time! What could possibly be more amazing than warping back to Ancient Rome and then lumpion forward to see who's going to win the next Super Bowll Leven have a neme for it: "Bill and Ted's Most Triumphent Game System?"

Maryann Rizzo Lincroft, NJ

BUT DOES IT DO WINDOWS? my taxes, remember my appointm glad you asked what my ultimate game system would do I live on a dairy farm in Idaho. and I wake up every morning at 4:00 a.m. to milk the cows. I like my work, but getting up at 4:00 in the morning is not much fun. My dream mechine would take care of my morning milking chores so I could sleep in until 6:00 or 7:00. After milking the cows, it would have breakfast and coffee rearly for me on the kitchen table, and it would clear off the table and do the dishes

when I was finished. Steve Shirey Wendell, ID

There wouldn't be much of a market for a cow-milking heakfastcooking, dishwashing video game system, Steve. Besides, your cows probably wouldn't respond were well

RUNG DIVAL DV HEDE METH-AND CONTHU

don't have much spare time.

most are make quits and play

Tetris. I thought you might like to

see a photo of the Tetris quilt I

managed to put together between

games. I wish all my Tetris games

came together as well as this guilt

Andrea Morris

Amberst, MA

did

but the two things I like to do

ur 12-veer-old daughter Tracey is a Nintendo fanatic. She's also an honor student in her 7th grade class. Her time is often equally divided between Super Mario Bros. and Math or Social Studies Although she's only 12 she is helping us raise her sister. Tiffamy. They eat, sleep, and play together. I thought I'd soon it all until one day I overheard Tiffany shouting about her Nintendo victory When I came into the room, I saw both girl's playing! We are expecting another baby at any moment. I can just imagine that next year, I will see three children reclining on the floor playing our NES. This picture says it

> Adrienne Libman Huntington Beach, CA



What a great quilt for those long

e thought you might enjoy the Mario snowman we built last winter. Unfortunately, the next morning brought rain and temperatures in the 50's, so no one got to angreciate our band work! Ron Gregorsok, Jeff Gregorsok and



LEGO MY MARIO fter about 3 hours of play-

ing Nintendo on a hot summer day, our mom kicked us off of it. We went upstairs and went to work: after 27 hours and a lot of Legos, we had a Lego Mario!!!

> Shawn and Chad Williams New London, WI

From what you says have told us, you'll be snetching the Super NES off the store shelves as fast as we cen get them there. If you could reserve one of your own by doing saggething you always swore you'd never do, what would it be? Would you give up candy for a whole year, baby-sit your bretty little brother on a Fridey night, or even weer that ugly sweeter your Aunt Edna hnitted you-every day? Write to us at the following address, and tell us what

you'd endure to get your own Super NES, Remember, we want your most outregeous ideas!

Nintendo Power Player's Pulse PO Box 97033 Redmond, WA 98073-9733





The ultimate comic book show: The Joker™ from Sunsoft is a on stage NES bout featurin traps. The Clown Prince of

our clocked hero through a dan-parous hive of devilish snore: GAME PAK DATA BOY BATMAN SUNSOFT

MEMORY TM×1M Play Cornel Chellanou & Ferdament

Barn & Fun

COMIC BOOK

Since the Caped Crusader is first and fore most a comic book character, it's only fitting that his latest NES adventure looks as thou it's been lifted from the pages of a DC Comic. The characters are big and brilliantly drawn, and the action flows with smooth, life-like animation. These graphics rival those of any

Entertainment System.







Your initial offense against the forces of The Joker is a Slide Attack and a rapid-fire Wrist Protector, When you blast open boxes and crates with the Wrist Protector, you'll reveal more powerful weapons, represented by large letters. Fire at the letters and they'll change so that you can pick up any of the four weapons whenever you reach a Power-Up.







its explosive Arrows really make an impact. Use it when you've only not to take care of one enemy at a time



hold the R Rutton to send out a four-fivour attack that will take down



shock wave of electricity with a wide range of fire. You can use it most effectively when you're running at a steady clip



you'll dispetch a blast that will knoch not postiting



can send out star-shaped Darts in three directions. It's perfect when enemies are attacking from above











































can helow the clafform emorpes from the bottom of the serves. Witch E more and lumm last before &











Action heroes never go inside moving treins. They run on top of them! You ride on the reils takes place after your

stint in the mountains turns up Jokerless. The train leads to e fectory where The Joker has recently been spotted.

START DE

The trivin is feeded with crooks, Stay on the left side of the screes and you'll have pleaty of screens whom they're on

their way. Take down the filters for Energy Especies. START III

НАНАНАНАНАНАНАНАНАНАНАНАНАНАНАНАН you resume your search for the criminal

clown in the Gotham City underground. This sewer system was The Joker's escape route from the factory when he sensed your presence



Jump to the left odes of the staffers to small the simply stream of bomic in the conter and work against the correct as you wall for an opening

START IS













ion equired the flow at you wall for the sliding platform in reach you, then people















forces. The Joker flies onto the

You've finally caught up with the sinister leader of the enemy scene with a high tech vehicle

that creates deadly Bubbles. Hit the Bubbles, then aim for The Joker when he stons

Archi cratect with the Eubbies

100 screen when The John steps THE SHAPE IT Fire abraight up sed keach the energy cat this flying hand.

Tank #329 travels from right to lef causing the ground to crumble under its treads. Run along with the ink and fire at the driver whenever he paps out to throw molatov cacktails. You'll also have to watch our for spiked balls that fall as the Tank approaches.

> Deale to seed the Bring maphanaids so bor officek.

that Boot from the machine.























SIMPSONS

FROM AGONT #556 Hat Room

The second stage of your mission to rid Springfield of exil aliens takes place in the Springfield Mall where you must collect 25 hats before the aliens can get their hands on them. There are hats scattered throughout the mall grounds and on the heads of shoopers. You'll also discover hats in a secret hat room on the second floor of the mall. After you ride an escalator to the second floor. jump on top of the first ash can and press Down on the Control Pad for about two seconds. You'll be sent to a small room with five hats in plain sight. Collect the bats and return to the rest of the mall via

the ash can in the room





lump For Items

There are hidden items and rooms throughout greater Springfield that you can only discover by doing some bizarre things, like jumping repeatedly

on an ash can The second ash can on the second floor of the Springfield packed with When you jump on it eventually items will



Jone resectedy at the ast can to collect a lead of exected thems

You'll earn a 1-Up for every 15 coins that you collect in this adventure, so it's important to pick up every coin that you see. There's a hidden coin room in the Krustyland Amusement Park Fun House of Stage Three where you can find five coins. When you see the big Krusty head, drop down and land on its tongue. Collect the 1-Up on the tongue, then press Up on the Control Pad and the A Button at the same time to sink into the mouth. After you collect the coins, you'll return to the tongue, where there will be a new platform which will allow you to sten up and out of the Fun House.





Tent Warp

If you need to backtrack for more balloons in the Krustyland Amusement Park once you've reached the end of the stage, you can warp from the last tent to get to Krustyland's other various tents. Stand on the rightmost windowsill of this tent and press Down on the Control Pad. You'll sink into the window and end up on the sill of the first tent of the stage. Sink into that window and you'll move on to the next tent! Then continue your search for balloons. When you've collected enough of them. you'll face off with Sideshow Bob





CLASSIFIED INFORMATION



Two Toad Tag

If you find that it's easer to got through a percuase stage with just on Foul while voice in the midst of a two-player garms, there is a way to give one player a temporary brack from the action. When they garm is over for the player that intends to all out of the relief while let the continue clock this down to zero. The other Took will start at the beginning of the stage and go soid against the Dan Clouer's forces. When and go soid against the Dan Clouer's forces. When the play press the Start Button when the next peak praces. The second fighthin frog will appear and you'll once again be a mad, bed and cray fearn.

I-Up Roundup

You'll find a 1-Up and a frog-eating shark as soon as you pass the last checkpoint in the wild Gargantua Ducts that make up the ninth stage of the Battletoads' NES adventure. Swim over a snew barrier, collect the 1-Un and bit the shark with soueral big Toad punches. You'll earn 2,000 points for every whack. Once the shark goes down for the count, let your Toad fall onto the spikes below and be intentionally defeated. When you start again at the checkpoint, repeat the maneuver. You'll earn upwards of 16,000 points every time that you complete this short loop and you won't lose any Toads since you collect a 1-Up before your Toad hits the spikes. As you continue to collect points, you'll not a 1-Up whenever your score reaches a 100,000 point mark. Extra Toad fives are particularly valuable in the advanced stages of the game. Don't pass up this chance to collect Toads and points.

















Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strateges. If you'd flies to share your own special tips with us, send them in Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power

Classified Information P.O. Box 97033 Redmond, WA 98073-9733



CLASSIFIED INFORMATION

FROM AGENT #469

Energy bottles are key to your success in this adventure. You can earn three of these life-replenishing containers in the opening stage. When you start the game, you'll have one bottle. Let your character be defeated guickly, then continue the game. You'll begin again with two bottles. Let your character be defeated once more and you'll continue with the maximum of three bottles. Then set off on your journey. The bottles will fill your life auto-





Listen to the game sounds before you play. Press and hold A and B on Controller II and press the Start Button on Controller I. "BGM & SE No. 00" will appear. Press Left and Right to change the number and press





LAFER HWAYION

FROM AGENT #918

Nine Chances A long code involving the A Button and Right on the Control Pad allows you to make tracks in this military mission with nine fighters. Chaose the Ontions command from the title screen and, when the option screen appears, move the cursor to the play. er total. Then press Right three times. A three times, Right three times and A three times again. Next, press the combination of Right then A a total of 18 times. Finally, press Right three more times. You'll hear a tone and the number 9 will appear on the screen. This change may occur before the entire code is entered. If it does you can start from

Key in a long code when the current points to the planer total in the curious person and you'll have plan fighters.

THE LAST NINJA

FROM AGENT #999 Triple Take

there with nine fighters

You can triple your ninies in reserve in this adventure. Enter HHHHHHHHHHHHHHHHH as your pass. word. The number of niness in reserve will read as F. When you lose characters, the digit will count down to A. change to the number 9 and count down to 0. This will result in your having 15 ninjas in reserve instead of the usual five



the right and you'll begin with a total of 15 stejes in reserve

CLASSIFIED INFORMATION

MARIO WORLD

FROM AGENT #414

Freeze And Collect

Here's test for Super Here to Vorisi prox. No or one Corn and 1-15 as a lightening fast road is a lightening fast road in times perfect. You'll need Vois to pull of the corn, glass you'll need in them in you here had to the first road of the corn and t





Color and 1-lips at an incredible rate.

to the bary and the fam at case will case and 1-by Invincibility Extension

If you're fast on your feet, you can earn aight quick 1-Ups in Dorut Secret 2. Climb the vine that is near the beginning of the course and release a Starman at the top. Then drop down to the floor and collect the Starman before it falls into a hole. While you're under the invincible influence of the Starman run under the invincible influence of the Starman run. with super speed to a Block near the end of the course. If you're still invincible when you hit the Block, you'll release another Starman. Oblect if for extended invincibility and plow through the nearby nember. You'll earn more and more points for each enemy that you defeat. When you get to and buzz through the vertical line-up of Koope Purstroops sust before the Goal, each of thisse flying finds will not you a 1-10.



Collect surcher Starren. Prior through and sure a loss of 1-day

FROM AGENT #100

Blest off with 50 ships in this two-player adventurel Move the cursor so that it points to the desired number of players. Then press and hold the L and R Buttons on Controller II, press and hold the Select Button on Controller II and press the Start Button Controller I. You'll begin with 49 ships in reserva.





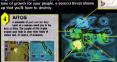
ACT NOW, OR FOREVER HIDE YOUR FACE

Your people will not enter an area or raise their level of civilization until you clear away the menacing monsters When you first reach a region in your Flying Palaco, go yn and battle the enemy. If you succeed, people will in to build villages while you protect them. After a







































In a hole near Fillmore is a temple filled with dangerous creatures. Make use of the great jumping control of your warnor to leap from ledge to ledge. There are two routes that you can take. The upper route has more items and

is easier than the lower route, but it is slower.



WHELE APPLE

1000 DOMES POIN

HALF APPLE























CORNER!

CRYSTALIS

WHERE IS SABERA THE WITCH?

o save the Zombies from Sabara's wicked spell from must enter her cave, find her, and defect ther in battle toughest part may be finding her.

Tells to the Monte in the cater room and these

Sabará's chamber seems to be cocupied by Mesia, your how so, we will be compared to the compar

the real Mesis appears and talks use to or heck and

fight the take Mexic, who is really Sabora the which.

second Goal by yourself if you're

an expert fiver but there is an easi-

or way. Make sure that you're

Masia. The first Mesia is actually, Sabera in disguise. Hit the fake Mesia with the Sword of Fire three times. Finally she reveals herself and begins to fight.

Attach the labs Mesia At Fest ske down't fight hi

but soon Sabera reveals berself and fights Dercety

SUPER MARIO WORLI

WHERE'S THE SECRET

he secut aci from the Cheeping area nonety area to not the trickest in the game. In fact, the only way to need it is to fly under the first Goal and swoop up to a second Goal on the same level. You can make it to the

M and a Cone with one to the Di-

Top'd good there to reach the forte I she got

wearing a Cape and take Yeshi along with you. Then jump off the final lift and drift under the Goal with Yeshi. After passing the first

Jemp Iron the lest IIT while riding on Yoshi on fleet down just helpe the level of the Cost. Goal, Spin Jump off Yoshi to reach solid ground and run solio to the Goell Yoshi won't make it, but you'll catch up with him later. This second Goal leads to a vine that extends to Soda Lake.



When you are post the Ecol and Yorki is sinking out of sight, jump off his back soing the A Dation.

HOW DO I REACH

o much the Heliconter resque mission you must pass Lesson Four, earning 300 points on four objectives. In Hanggliding, make small adjustments to avoid over-compensating. After passing the ring once and rising on the air current, turn sharply back to the ring. You must be about 300 feet high to pass through the ring again. While Parachuting, make a long approach to the target across the island. Use the Flare to slow your approach over the dock to the platform. Approach the Jetpack target slowly. When the opening is fully toward you, blast through, Land by watching your shadow. The Light











Plane is fairly simple. Go for max

ou must enter a radio frequency code after Chapter 4 in order to move on to Chapter 5. Unfortunately the letter attached to the manual with the code on it is easy to lose. The code frequency is 747MHz.



WHAT IS THE CODE TO REACH CHAPTER 52



GAME COUNSELOR PROFILES



points.

Mike Robertson orne Gome Countelor, July 1990 Acctives Deskerbell, Music Finahed NARC with three men. words Game, Wigardsy



Gayle Wiler Became Game Counselor, July 1980 Hobbies Writing Poetry, ADSD, Dragon Best Video Game Accomplishment Finished Super Merio Bros 2 with one men some Gave Finel Fartage





HOW DO I GET THROUGH BROWW TOWER? eroes in Faria have many

rd tasks, but none are as difficult as clearing the four ers. The first tower, Gelve Tower was covered in Counselor's Corner Volume 26. Brown Tower is your second great test. The maps show how the stairways link the different floors, but you must also follow the specific route listed below and be wary of one-way doors on Floor 2. First, however, make sure you have the Gold Stone from the first cave. You need it to beat the Scissor Boss at the end of the Tower







FLOOR 2

o up to Stairway B, then take Stairway F on Floor 2 and push the Statue on Floor 3. Reverse your steps to the first floor and on counter-clockwise to Stairway D. On Floor 2. take Stairway H to Floor 3 and from H go to L Stairway J brings you back to Floor 1. Work your way right and down, then walk through the well to reach Stairway S. S leads to T and that leads to Floor 3 where you can now reach the boss. Attack the three small scissors so you can reach the boss and defeat it. In the next room vou'll get the Ring, which refills

MAP KEY

WHERE DO I FIND THE DIVING SUIT? wo items that give many

players a tough time are the Diving Suit and the Ladder. Both are on the back side of the map, but you must get the Diving Suit first. Make sure you have the Glasses, then go to the door shown on the map below. Make your way through five rooms and use the Glasses to find the wall











The red dot on the subscripes may shows your locaton. The Divers Soit seus entrance et aboves above

With the filescen activated, you are able to see the the Water area at the bottom from the loe area on the Front Map. To enter the water, just use your Div-

wall safe, although not whall's leader.

WHERE DO I FIND THE LADDER?

he Ladder is also on the back side of the map as shown by the red dot. You'll have to work your way down into



of rooms at the bottom-most lefthand comer. Hit the middle of the wall in the room shown below to get the Ladder.





Swim down a pipe then to the left where you'll find a door leading to the amp where the Ladder is hidden.

the the middle well to find the Labber and don't form to pick up the Somb Sex in the room to the left.





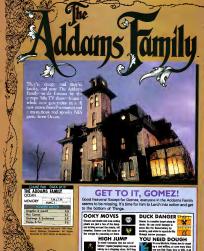














who like to play in crypts, it's the best! The house is locked, and Gomez doesn't have a Key He'll have to jump man-eating plants, skittering skulls and bouncing boos to reach the Crypt on the far right. The Skeleton inside holds the Key





Don't say we didn't warn youl if you think the outside is earlie wait until you see what lurks inside. You'll return to the entry

area often as you explore all of the mansion's nooks and crannies: Watch out for the Spiders! They hover over doorways and drop when you near. Stomp to get rid of them for now When you return, though, they'll be back. The chandelier falls as soon as you enter the main door. Press B to exit quickly then go right becilin and it will be gone.



HOW DO I RESCUE THING?

out for a falling sword! When you Select Flore, he circles eround Comez, making him breingth

Go up the stairs and enter C from the lending on the right. Watch













Ghoulish Ground

What kind of gruesome gerden is this? For kids who like to play in crypts, if a the best! The house is locked, and Gomez doesn't have a Key. He'll have to jump man-eating plants, skritering skulls and bounding boos to reach the Crypt on the fee right. The Skeleton inside holds the Key.



NE OF THE CRAVESTONES LEADS TO A CRYPT. FAND ON THE GRAVESTONE AND PEERS TO ON JOYPAD TO ENTER.

the tide cack of home by hitting it directly in the shall re times, then pick up the fire i drops Peckes all of I leed you find Which of the jour doors do you went

d, hint: Press the E
San to eater the
spy Crypt on the
sp of the cometry
his peal' find bugs of gold, a
ny gazel with a Kay, and foor
alerings dears.





Enter At Your Own Risk Own teach when you'll reside you'll need the series

Don't sey will didn't warn you'll ryou think the outside is early, wall until you see what units inside. Notification to the entry was until you see what units inside. Notification and crain see what you see you all of the manifor's node and crannies Workshout to this Spedieral Play you can over document with the company of the property of the prop



HOW DO I RESCUE THING?

the goant:
I general;
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apper laft.

Free

Go up the stairs and enter C from the landing on the right. Watch out for a falling sword!



Men yes feller (26ts, be dirite aread fears, mide; bile lerishing the control of the control of the control of the control of the transition of the control of the control of the control of the direct areas that come man the said at the past,















WHERE IS GRANDMA?



Grandma is being held in the Furnace and, boy, is she ever hot under the collar! Try to stay out of scalding water as you work your way over and up to her.







WHERE ARE THE SECRET ROOMS?

Four Secret Rooms not cash caches that will help you meet the malior-dollar ransom demand. One room is on the Landing, one is in the Dining Room, one is in the Attis and one is in the Pond. It's easy money, so take the time to search for the rooms.















The Sear is ready pross when he's engineer He introd up and change, and I' he catches pce, he chows down. Your only hope is to catch the Bear in the Trap that beens on the

fallery wall. Scroll left antil you wake the Bear up, then lern and run book to the right. Sign beneath the Trop and quickly tern to face the charging

Fear Jame and towner off the East's head to kneck the Trap down cate him. Once the Pear is Trapped, bu's plack there to the rest of the game. He'll still be there I' yes leave and return. Now you can no to the for left, climb op the shelves, and jemp along the portrait frames to callect all the Manay Ram

HOW CAN I GET TO THE WOODS FROM THE BALLROOM :: ?



To get to the woods, you must exit through the large window in the Ballroom. You can't get to the window, though, until the couple standing there moves. What should you do? Start by going to the Library













up the Music Manuscript from the shelf under tifls frame. Next, jump up and pull the Rope on the right to ring for Lurch, who shuffles in and takes the Music Manuscript. He tells you that he's going to play it in the Ballroom



st, rescue Wednesday. When she recovers from her chilling experience she will give you a key that opens the door to the Attic. Bypass the rooms you've already explored and head for the stairs.







WHAT INGREDIENTS DO I NEED FOR THE SHRINKING POTION?

Poor Pugstey! He's stuck in a secret passage, and you have to ma a special potion to wet him out. The secret recipe calls for three special ingredients, which you have to find.

RILLIF FGG the Flor Eos is in the tree on the scree Key is in Wednesday's mom, and inc it is no easy test. To an ealek on thir, eveld the Bolls, and lump as to

our off the Creat, Exter the upper rich for and ran to the left. Clinit so the tree fodges, then jump on the bone as it moves abone you. So to the platform nea

To get the final ingredient, a pince of Fog. you know to octivate the Fox Machine on the root. It's not working now, but Grandma can tall you have to fig it if you find the Souther First, out the Seerbal from the Toy Econs, then go through the Words and Jump late the Pead. Avoid Jellefish and carie to the right notil yes come





TINY TOOM

Toons To The Rescue!

Shirley, a well-known psychic, has looked into the entire game. When Buster future and now offers Buster the chance to select nicks up a Toon-A-Round, his buddy takes over, and when the buddy finds one, it's Buster's turn to step one of three friends to help him on the journey to come. Each pal has a special, useful ability, but he back in The two can switch back and forth whenever



can choose only one of them to take along for the

This troublesome duck is always causing mischief for his friends and then talking A great swimmer. Plunky can also fly for a short time by flapping

his wings.

Take on easy flight over the blocks.

They don't call him Dizzy for nothing! He'll leave you spinning es he breaks blocks or attacks groups of enemies with his whirlwind moves



they find Toon-A-Rounds. A real cool cat Furrball some of the best moves when comes



STAGE

The search is on! As Buster and his pal explore Arme Arres. they'll find Carrots and Baltoons. They can trede Carrots for 1-Ups when they meet Hemton, so ect as many as possible. The Balloons are valuable, too. They hold special items like Happy Hearts, Toon-A-Rounds

Sullegge and pick them ag

Collect Carrots

Carrots can be traded for 1ups at Hamton's House, Thirty corrots are worth a 1-up!







5556

STAGE 2: Motion Ocean.

You'll have to float past your enemies both over and in the ocean in this watery area of Acme Acres. Don't worry about getting a little wet behind the ears, because the Tiny Toon pals are great underwater.



STAGE

The sand pits and the nasty sea snaits will cause you double the trouble if you're not careful here. The Spinys can't be

Carrots, Carrots! Stock up on carrots before you see Hamton.



defeated either

It's a long swim through here! For a quick break from the action, look for the special pockets of air that contain bolloons or



STAGE 2-3A

Hamton's hideaway.

Ave matey, the opean's no place for see scruff! Defeat this shipload of pirates and their extra lerge crew of rats or you'll never see land again!

Safe Areas Take a quick break bled a meet, then ti year jumps accordingly







STAGE 3: Weird Forest

This is no ordinary walk in the woods for Buster and his friends. Who knows what could be flying (or lurking) around every corner or behind every tree. Will you be able to find your way out safely or will you become a permanent part of the forest?





Owis Clear Here Move right and the nad is specified coto the screen. When he ottacks. I'm easier to time your lows.





Wacky Trees A Saubbeg foce







will were you of

Two Routes. One Exit Ten can take either mate to get to the colt, but you'll read fundati to take the blok read

Batty likes it just fine down here in the underground caverni You'll want to get through here fast before you become a

Underground Prehistoric Water

Fish?

Spiked Traps!

his friends. 48. MINTENDO POR ER

feast for Batty and









No Easy Way Out!

These animals are no friends of yours! Because there are a lot of flying creatures here in the forest, you may want to avoid them by sending Furrball over the tree tops or by using Dizzy's whirlwind ground attack.























year nase will regret &



















The Last Resort

We didn't want to make the trip too easy for you, so we grouped the tough guys (and gais) in a separate criminal lineup that you can turn to when you're really stumped by a character at the end of a stage.

Ooooh! 1 iust love all these cuddly wuddly animals!

STAGE 1-2

STAGE 1-3



STAGE 2-2



Stay every from theyer until the call deco

opens or you'll find postered aqueoused by to the besidesies of the placed

v. Com Splicer will have you in stitches if you at Mf with Ms covil! Stand on the sides of the

it was and joing on he hands broard you.

These pletterms can be tricky, but if you wall for Cleryte to send you har affections, you the make a mich dealt to the auti door

STAGE 2-3

Contain Day to no horsel of fan havet Stort of the boftom of the seven and work year way as Docs on teg, bop bile quickly then go back down

STAGE 3-2

It's hard to natron Elegen on by to oter all. the Seer. You can jump onto the single blocks with a short ray and box.

STAGE 3-3



Watch the nattern of the chiles racks. If they move in the right Fide will field on to the feb. block or vice verse If they are meeting left, MONTY'S MANSION

STAGE 4-2



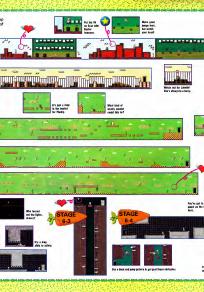
STAGE 4-3

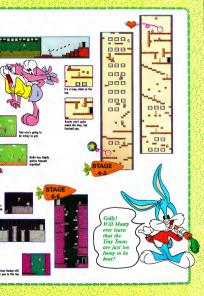


Watch out for Monty's know pench! Dive him a tests of his can medicine by steeding on

the glaves to bog him. Maybe













SPECIAL FEATURE





















TOOL HUDSON, SOUT

POLUME 31 -51





The higger-than-ever follow-up to one of the all-time NES classics, Metroid, has finally arrived. This massive adventure through the tunnels and roins of the planet SR388 is twice the size of the original came. It features even more high tech weapons, an incredible army of evil aliens and a hattery backup to save game progress. The Metroid Universe has expanded and it's out now, exclusively for

SAMUS ARAN'S CYRERNETIC SUIT



THE MENACE MULTIPLIES! The Gelactic Federation has sent on armo

gency order to space hunter Semus Aran. The Metroids of plenet SR388 are growing in number and strength. At their current rate of evolution, they'll pose a threat to all neaceful citizens of the delaxy in mere hours. It's up to you to take Semus

through the dangers of the planet, search for exhemetic Power-Ups end destroy the

The Manualta are malable Metmids before they evolving! Stop them before

The Game Pak has a battery backup which can hold the progress of es many as three pleyers. Touch a Save Point then press Start to record

your eccomplishments so that you can turn the geme off end return leter to the same point.



SPIDSR BALL

SPIDSR BALL

SPIDSR BALL

SPANS BEALL

SPANS

EXPLORE THE CATACOMBS OF SR388 The Planet SR388 contains a complicated series of tun-

nels, caves and hidden passages. Explorers have found the remnants of an ancient divilization in many of the planet's darkest reaches. Search carefully and blast the walls, ceilings and floors to uncover secret corridors. As you defeat the Metroids, earthquakes will occur, causing the deadly liquid in some areas to drain and open up new passages.





FIND HIDDEN POWER-UPS

III SAVE POINT (2) METUDIO THIRD SAVE ORDING METROID YA

MISSILF XA RING BALL STOOR SMILL H

33 SAVE POINT X2 ENERGY TANK METROID X7 SAVE POINT X2 MISSILE X4 SPACE JUMP

SPAZER REAM PLASMA BEAM **FNERGY TANK X2** METROID X2 SAVE PDINT X2 METRDID X7 **ENERGY TANK**

SAVE POINT METROID X5 MISSILF X2 SCREW ATTACK

PLASMA REAM SPAZER BEAM ICE REAM SAVE POINT

ICE REAM





tunnels to the right. After you blast it, an earthquake will occur, opening up a passage to more underground tunnels.









SHORTCUT

FILLING STATION

AN ALPHA METROID AWAKES







quake.

PHASE 3: POWER UP CAVERN

with Power-Up items. Many of these special cybernetic tools will allow you to enter otherwise inaccessible areas. Learn to use every item in your arsonal to its fullest and you'll be able to explore the darkest corners of the planet. There are also several Metroids in the area. Destroy them and you'll trigger a passage-revealing

GULLUGGS CIRCLE

Once you have the Spider I

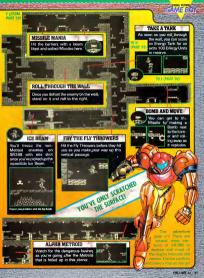
you'll be able to roll a

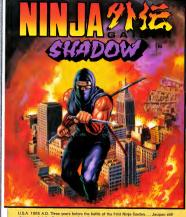
BLAST THE ROCK

ENERGY COLLECTION

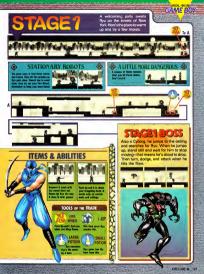








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65 NEWLENDE POWER







Hudson's Game Boy exhauture is much like their second NES island escapade. Princess Leilani's sister the equally regal Tina is in the est clutches of a Witch Doctor and his miserable monsters. Her only hope is Master Higgins, the young hero who was once called upon to rescue Leilani bereeff

SET SAIL FOR A TROPICAL ADVENTUR Higgins will explore eight exotic Islands as he searches for Tine. Each Island has five stages and its own Island boss, sent by the Witch Doctor to guard against intruders. The stages become progressively complex, and each island is more

difficult then the last. Begin the adventure on Forn Island.

- FERN ISLAND from your learney bare on face
 - the cartest of all the lebende LAKE ISLAND
 - DESERT ISLAND Cor't expect to find Depart Island
 - ICE ISLAND Monito anto a chilly recognize whos he sets legt on this big

icebers.



Young Master Higgins has his work cut out for him! the inlends may be trupical, but they're not truncall

- CAVE ISLAND work of underground courses.
 - CLOUD ISLAND is Higgers' head in the clouds or will be first traces of Tune bory?
- VOLCANO ISLAND era flats and hat tomorrod heolgens make Higgins hot ander the collar.

DINOSAUR ISLAND



TREACHEROUS TROPICS natural, some not-add to the dan-

er of Higgins' mission. Stay on your toes at all times to avoid enemies, collect eggs, d watch out for drop-offs. The wicked Witch Doctor has conjured up all sorts of rouble, and that's too bad for Tinal













The enemies posted by the Witch Doctor are mean and many, but don't despair-you aren't totally alone out there. If you're observant and quick, you'll find lots of useful items that will give you a sporting chance of finding Tina and whomeing the Witch Doctor. Collect as much fruit as possible to restore time, build points, and stock your











When Higgins finds a Spade, he is joined by the Dark Campto saurus. The Heart summons a Light Camptosaurus, the Diamond an Elasmosaurus, and the Clover a Pteranodon. If you're riding one and find another igon, hop on the new buddy and keep the other.















Between stages, you can store items in your inventory and select others for the coming stage For example, if you're beginning a stage that has lots of water, you can store a





FIND THE HIDDEN KEYS

al hidden Eggs contain Keys to secret mores whe you can find bonus fruit, 1-Ups and even warps, You won't see the Eggs until you make them appear by either throwing Hammers or jumping up and down. Act quickly to use the Keys before they float away.







IN THE KEY ROO Finding the Key Rooms can be critical to your success. The clouds hide lots of fruit, and the Dinosaurs are especially generous with ad-

venturers who find the special Keys, Even though searching can use valuable time it's usually worth it. When you know where they

to find them





WHICH FGG

When you finish stages, you'll enter a room where Eoos circle above. They contain either bonus points or 1-Ups. and you get to grack only one. Their contents are randomly placed, so rub your rabbit's foot before you choose. Maybe you'll get lucky and find a 1-1 in





You can really rack up the points by finishing a stage without a Hammer or with a Skateboard, and if you're riding one of the Dinoseurs and find a Flower in an Egg, you'll score big bonus points. too.





GAME BOY

eighth Island, you'll find the biggest boss of all. You'd As if the creatures you meet during the stages aren't bed enough, you'll have to beat their boss before you better be prepared and practiced before you face can move on to the next Island. And, at the end of the that field!























STALK THE WOI Another way to earn bonus points is to hunt down a Wolf

Flowers indicate where Wolves will appear, so watch for them. Find a Flower and wait for the Wolf to emerge. Take him out with two hits. When he's gone, a little Game Boy will show on your screen, and you will score 1000 bonus points. When you become a skillful hunter, you can amass serious points and be well on your way to tracking down Tina and taking on the Witch Doctor.



Game Boy Classified

Castlevania II: Belmont's Revenge

Ten Fighters

You can blaze a trail through the vampire-ridden castles of Soleiyu Belmont's Game Boy adventure with ten chances instead of the usual three. Enter a password with Gandles in the first two positions and Hearts in the second two positions. When you begin your battle, pause the action by pressing the Start Button. You'll have nine fighters in reserve.



Hidden Rooms

There are secret chambers in each of the first four castles that you'll explore. You'll find them by climbing up through the ceiling. The photos below show roses that lead to these chambers. Continue your climb on the ropes when you resort the ceiling and you will enter hidden chambers that house such special items as Chystate, Hearts and weapons. Two of the ropes in the pictured Chystal Palace area lead to searcast hidden proms.



Sound Test The tunes behind Castlevania II: Belmont's Revence

can be singled out in a sound test. Enter Hearts in all four positions of the password and the tune titles will appear. Press Up and Down on the Control Pad to select the different pieces, press the A Button to start the music and press the B Button to stop it.



SPANKY'S QUEST

Stage Select and Sound Test
Our agents have discovered passwords for this

power that allow osciolose possion or y stogs and to test that the power that th



NOW PLAYING

Title	Company	72	Found Meter			Gass Tyre	
	Company		6	P	٠.		
Adventure Island	Hudsan	1P	3.6	3.9	3.3	3.3	Comic Action
Bill Elbert's NASCAR Fost Trods	Kanami	GIL/ PASS	3.0	3.1	3.3	3.3	Driving
Metroid II : The Ratum of Sowes	Nintenda	1P/ BATT	4.1	4.3	4.3	4.3	Sci-Fi Adminis
Ninja Gaiden Shadaw	Tecma	1P	4.0	3.9	3.9	3.6	Nieje Action
Spanky's Quest	Natsumo	PASS	2.9	3.0	2.6	2.9	Pezzie Action
World Circuit Series	Ultra	GL4	2,8	3,2	2,6	2,6	Driving

Game Boy Chart Key: Power Marter Ratings in 1P-One Player G-Graphics and Sound P-Play Control

GL=Game Link-Two Players GL-4-Game Link-Four Players C-Challenge PASS-Password T-Theme and Fun BATT-Battery

COMING SOON

The crew of the Starship U.S.S. Enterprise is beaming down to a Game Boy paar you in an adventure that is completely different from the recent Star Trek release for the NES It includes action scenes in space and on planet surfaces

Gradius: Interstellar Assault is another upcoming sci-fi thriller from Konami. This one is quite. similar in style to its Game Boy predecessor. Nemesis, and to the Gradius games available for the NES and Super NES. It opens with an exciting chase through a rocky area and continues through alien runs and other intriguing space settings. Now that they're movie stars and have their own NFS name, the creepy, kooky Addams Family are on their way to Game Boy with an all new adventure that empha-







GAME BOY Super Mario Land

TMNT: fell of the feet Gen

The first files over helf, but the become I a half shall remain steady in their Symber Two position,



Final Fantasy Legend Castlevania: 10- Advan

NES SHOWCASE NEXT GENERATION OF GAMING .

ERTAINMEN YSIEM

In addition to our big ActReiser review this issue, our Super NES coverage includes a focus on two other excellent titles. Pilotwings puts you in the air for various flying activities and Populous lets you control a planet and promote the growth of a primitive society

THIS MONTH'S LINEUP-PHOTWINGS POPULOUS



Earn Your Pilotwings In A Realistic Flight Simulation



Soar With The Flight Club!

If you've ever dreamt of breaking free from the ground and taking to the sky, then the Plotwings Flight Club is for you. Our school offers expert instruction, lots of flight time and more varied types of flight than you'll find anywhere alon Fasten wur enfaty etran zin up your loose change and come fly with the Flight Clubi

When you succeed in each of the cight flight lessons and two helicopter rescue missions, you'll earn a license which will allow you to fly at that level whenever you return to the Flight Club You'll begin by learning the basics of skydrving and piloting a light plane and sou'll eventually graduate to the Bockethelt an

Earn Your License

Hang Glider







earn The Basics Of Four Fligh

At the Flight Club, we specialize in light plane flight, skydiving, hang gliding and rocketbelting. We begin with lessons on the basies of these flight forms and continue with lessons on advanced techniques.





Light Plane

This biplane is built for easy maneuverability. When we take you up for your first flight, you'll follow a glide



. . Rockethel

This experimental form of flight will be introduced in your second lesson. It has two jet speeds and can be flown both forwards and backwards. Your first test will be to fly through maps and lend



We have you falling through hoops from your very first drop in this no net event. We'll take you up to 3,800 feet, so that you can negotiate three rings in freefall and aim for a big bull's-eye near the runway.



to tolken the profit plate that control to the cont





Hang Glider

way the wind is blowing in order to master the flight of the hang glider. In your third lesson, we'll introduce you to this tricky form of flight and teach you how to fly toward the lifting thermal currents.



Wait! There's More! Once you've mastered each set of four lessons, you'll go up in a helicopter for exciting rescue missions, You'll also





Ino of wacky Eights.



After each successful lesson, you'll earn a license which will allow you to move on to more difficult flying challenges. What follows is an outline for the first four lessons.



You'll have to earn a combined total of 120 out of a possible 200 points in the two tests of Lesson 1 in order to receive your Class A. License, it should be a span after a few trips

Light Plane



SKYDIVING

FLIGHT AREA 4

You have four tests in this fourth

esson and you'll have to score at

least 300 of the 400 possible

oints in order to graduate to the first helicopter rescue mission

FLIGHT AREA 2

If you average 67 out of a possible 100 points in the three tests of this lesson, you'll earn the 200.

points needed for your license. Light Plane

ner through three ots, then line year Skydiving

four test will be to

FLIGHT AREA 3

If you're new to the hang gliding event, you should attempt it first in this lesson so that you can continue to retry it until you suc-

Light Plane or'll take off sols for the Scut time in this see then, you'll by month a andas of 15

Rackathali Wortch sot! If you done fee salishty or if you rue out of fast, your lending will be pretty

Hana Glider to reach a beight of ut

ky Divin

Rackethalt very quickly. Yes may bere to gent them several times below

Hang Glider You'll have for pass three land. Wit the thermal car-

Catch u thermal current aim for the target and

Flights Continue

Once you earn your Class D Ligense in Lesson 4, vor/II be called upon to rescue your instructors by helicopter. Then the lessons will continue in adverse weather



follows Lessen &

Locean S takes when

Light Plane After you take all and By for a few seconds,





In Provious from Acclaim you are the Good Master helping a civilization grow from huts to castles. On the other side of

the world, an Evil Master is doing the same thing. The Super NES makes possible the life-like, three-quarter view

THE FATE OF 1000 WORLDS IS IN YOUR HANDS





CHYTLLZATTION DORSRYTT

COMIE EASTINY FLATLANDERS UNITE

As any historian will tell you, the roots of civilization are embedded in a griculture. In Populous, you can spur development of your people by raising or lowering the land so that they can grow crops. Wide plains will increase your population, which means more Manna more Knights and a better change to do unto the Evil Master before he does it unto you. Work quickly





the sen can be mised to create new lead. You have the power to create the ideal conditions for grand

As the nomination screen is an area, the building develop from crude buts to strong conice. A targe fot area can copport his buildings.

OMNIPOTENT **POWERS** Depending on how much Manna you have built up which is indicated by the arrow on the Manna Bar. you can inflict disasters on the enemy or create powerful Knights. Most disasters alter the land so that crops can no longer be grown

in an area and the level of civilization falls.





of the fell Delization in the area, it is also difficult to have rocky mountain turnin hock into fields

graphics and ominous sound effects. UP WITH PEOPLE POWER

The bigger your population, the hetter your chances for taking own the world for the cause of Goodness. Some of the ten types of terrain are much bareber than others making it more difficult to increase your population. Your goal is to









Yes can cod up and Erif-if was

S SHOWLASE **NEXT GENERATION OF GAMING**



THE WIEW

The Book of Waring shows a complete may of the same world. Buts reamsent the possiption centers and a muser shows the Close-lip May peobles.

CLOSE-UP MAP The Chancille Man shows Wolfers buildings and crerything size in a small area of the world. Nam you see the effects of fineds. earthquikes and other events.

COMMAND ICONS 1 Many of the Command Incom on the left rate of the board am used for vicewing Plarge. You'd also and the Papel Magnate Commands

The most dramatic innovation made by the creators of Populous is the radical view of the game. You can see everything and control every aspect of the game from one screen. The only time you'll need a different view is when you access custom game options.

> INFO SHIFLD The left Shield shows the strength of the Shield Reamy and also contains information about both the Good and Evil populations.

> > The array on the Manna For shows how much Moren ros have easted and which commands you can use. When you make a command, you'll late Manua

COMMAND ICONS 2 Contain game aptions and dissolute are controlled with the least on the right side of the based. You can obse crowle Knights and course the came



SHIELD This command znoths the Close-Lip May to the Window who is holding the Stated-the Shale Secret The Shield goes information on the Shald

Scorer's opened and the special countries steen of both the Good and Evil populations. You will also see butter assuated on the Shield when the Shield Supror clashes with the enemy

GO TO THE MAGNATE

ora become Landers only by touching the Freed Magnate, which is important because ends Leaders can became Krights. The Magnate size octs to a brecen. Top can may the Magrate.

COMMENTO

from your reasons. such as the enemy's Magnata will make it official for Ere Walt ers to much the Man located only on flat emon of the enemy's

HAVE A GOOD KNIGHT If you have a high enough level of Monne, you can tree-

form a Leader into e Knight. Each Knight searches and enemy funifications and tower and attacks them, it he wire, he will burn the petilement end move on. The many Katalana a later for being of years the basis of server lot of Manno to cruste just one Enight. Enights can gain almost levisofile strength over time.

THE GREAT FLOOD By using the Road Company use will rate the torel of the World's your by one level, dealwaying buildings that are covered by the water, This

command can be deventating to both Each and Evil consistent, to see it with care



The Game Setup lets you customize your game. You can choose one of the ten different bypes of torrain, after besig fewn such en Il Swamps sen boltondens or not, or create a more difficult computer apparent.





Populous has ten unique landscapes. Many are whimsical worlds where the people become pigs or aliens, but the game remains the same. Many of the worlds have harsh environments where populations are slow to increase There are 989 worlds in all.



The Grassy Phone are solved to new settlemeets sed growing population. The first world contains of Gressy Pleins. The terrain is any

JAPANESOUE

ino into the world of medical James where Secure rided the land. The buildings and



for Welliams to cross.

people are set the sely changes you'll setice. The lecrois in more species



sort is a been't world whose it will be call is increase your papelrice of Melkers The Melhers will eleo find the

FRANCAISE

The mild European landscape is conductive to the crowth of civilization. It is serber ton













The low head in different to cross, but the papelatons develop tarts reputy. The terrele sirvations are difficult to descera, which is no







on is another world where the is difficult. The rear are hire and the head is inducted only end state, which takes a let of Manne in







The buddings in this uppered world represent different Nintendo hardware systems. Nonmight not recognize some of the Jepenson



This world seems fairly mild, but the pages inhabitants have so endurance for webling ican distances. Flet lands and neithemonts or













DESIGN CONTEST



>PLAYER'S P



SEE FOR YOURSELF HOW STAR WARS SPECIAL EFFECTS

- Win o trip to Stor Wors HQ!
- See how video gomes are mode and play games under development by LucosArts Games
- See o special screening
 of Stor Wars
- Tour Industrial Light &
 Magic to see how Star Wars
 effects were created
- Tour the Stor Wors Archives
 82 NINTENDO POWER 5.0 4 TM 1991 LLCGO





10 WINNERS!

- A mosk of a Stor Wors hero-or villoin
- A Stor Wars Gome Pok for your NES



will go to the Veiety Club chapter in the towns where the screenings are held.

December 21-26 Lee Regeles, CR Parffire Court Banto: Sen Francisco, CA (AMC Schole & Chicago, S. (Dec pter Odere M.Com Copri Beller, 78 Studet Brick Place Baster South, BA Mr H Core. med: Bestw. Sellerer;

December 31-January 5 Washington, EC (UMC Union Gration & Boules, MA IDEC Charlest Mit Cooms St St. Louis, MO Change Village Danies W. Minute, 44 Ser. Genant Cwime, Parkerfel Tickets are available on a best cores, first served basis, with a best of two per order. To









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To enter, either fill out the Player's Poll response cord or print your name, orlidess and relephone number on a plain 3"X5" prece of paper. Mail your entry to this add-

NINTENDO POWER PLAYER'S POLL P.O. BOX 97062 PEDMOND WA 98073-9762

One entry per person. Entries must be postmarked by January 1, 1992. We are not responsible for lost, stolen or misdirected mail. On ar about February 15, 1992, winners will be randomly drawn from among all eliable entries and notified by mail. By accepting their prizes, winners cansent to the use of their names, photographs, or other Manages for orbertisaments or permetions on behalf of "Nintenda Power" magazine or Nietercla of America Inc. without further compensation Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. Prizes are limited to one per household. Winners may not elect to substitute prizes. All prizes will be

greated. To receive a list of winners, which will be available after January 31, 1992. send your request to the address provided

obove GRAND PRIZE TRIP: Nintendo will arrange travel for the Grand Prize winner and are named or countries to Luces Arts Garmes Falls. mated trip value is \$2,000. If over 18, Nintendo will provide transpartation and accomodelines for the wireer and one quest. The winner must provide written release to Nintendo. This contest is not open to employees of Nistendo of America Inc., their affiliates, gaescies, or immediate families and is subinct to all federal, state, and local laws and regulations. Void in Canada and alsowhere

where prohibited by law.

VOLUME U 83



POWER EXPRESS

The end of the year has brought quality games for all three Nintendo game systems. This month's look at NES and Super NES games that didn't quite rate feature coverage but still deserve a second glance includes a new Disney TV show

The high-flying bear, Balloo, takes off for an eight stage journey in Capcom's adaptation of the animated Disney series TaleSpin, As Balloo, you'll pilot the trusty Mini See Duck through one cargo delivery mission after another, taking on the forces of Don Karnage and his pirates. After each successful flight you'll take the Sea Duck into the shop for repairs and to purchase special items such as a rapid fire attachment or extra chances to continue. The amount of work that you can have done to your plane depends on how many cargo grates and bags of money you hauled in during your flight









If you fire your gan in the right places, you'll seconer believe tilted becau stages.

adaptation, a sequel to one of the first NES games, a couple of exciting sports games, Kevin McAllister's Super NES adventure and the sequel to the arcade/NES/Game Boy hit Paperboy.



Since the Mini See Durk is armed with only one gun firing directions are limited. You can fire directly to the right and diagonally us and down, or you can flip e plane with a push o the A Button and fire to the left side. It's impossible, though to fire straight up or straight down, which makes for a chall ttle with enemies on the ground or at the top

edge of the screen unless you move out of the way vary quickly.



the screen. Automatic scrolling also steps up th

blocking obstacles that could crush you account the

challenge of the game. You will often come acre





preparation. Once you line up your shot and pinpoint the part of the ball that is to be hit, the character on the screen automatically swings and sends the ball flying down the fairway. In order to aim the shot, you move a marker to the point on the course that you would like to reach, keeping in mind the average shot distance





Line up year shot, then let your phasacter swing and co-

Up to four players can participate in a tournament or one of two training modes. If you make a mistake, the computer will give corrective advice, and if you're in a training mode, you'll be able to try the same shot egain.

in order to have a suggest ful round. Before you be

sions that you must mal

you can change your club and your grip, ad stance and select the type of shot. Once the sh





KUNG FU T

One of the first fighting games ever made for the NES has finally inspired a sequel, Irem's Kung Fu II is a punching, kicking and jumping game in the tradition of its predecessor. New features include many more settings, plus ginema scenes that tell the story as you get further into the mission. While the game is more advanced than the original Kung Fu, it is still very basic when compared to the Double Dragon games and the Ninia Gaiden series. Your fighter, for instance. can only make three moves, and he has no special weapons





bu'll take on a leader of the enemy force at the end of every stage. They all well if you work in close, hit them quickly two or three times, then move away as they execute their





special moves. If you're an experienced fight

game player, you'll be able to master the or

quickly and fight to the end of the mission.



Grams scenes tell the story so you release through your mission.

HOME ALONE Kevin McAllister is home alone and a pair of burglars

who call themselves the wet bandits have put togethor a gang of hoodlums to take advantage of his predicament in THQ's Home Alone for the Super NES. It's your job to guide Kevin through four stages of grime fighting action as you attempt to gather the family's prized possessions and put them away in a safe place. You can stun the crooks with several kinds of weapons while you run through the house in search of valuables









THO is releasing an adeotation of Home Alone for each of the three Nintendo game systems. The Suner NES and Game Boy versions are similar to each other in story line and

game play while the NES version is a different game entirely. In this game Kevin's object is to swoid contact with the wet handits for 20 minutes while the police make their way to the house. When the crooks are temporarily caught in Kevin's trans he can race by them unharmed and hide in other parts of the house. The game plays like an updated version of Pac Man or countless other chase games





Home Alega for the Sense MES Conleft) and Game Boy (kep dight) follow the same back design white the bill come (bettom right) is palte different. Check out our last incom for a more detailed book at the graphics of the Game Boy version



ses from the movie above off the dazzling graphic capabilities of the

Mindscape's Super NES update of the classic game Paperboy follows the trials and tribulations of a Paperboy or Papergirl with a fun and comic style. As you steer your bike through a week of newspaper deliveries, you'll have to avoid the likes of runaway baby carriages, ghoulish creatures and cannon fire. After you survive each route, you can try your hand at a







Your subscribers want the paper in their how eveny day and they won't accept arrything but perfection. It you miss a box once, you'll lose that house on your route. Your goal is to make it through an entire week

missing as few boxes as possible. There's no turning back, so you'll have to let them on the first try



r around the many obstacles that reales to cut short your piper deing currer and Nt exercise with space rhandles for extra service







BILL LAIMBEER'S COMBAT BASKETBA

Paskethall courts become battleamunds in this Suna NES spoof on the future of the sport from Hudson Soft. Android dunlicates of Detroit Piston Bill Laimberr and other aggressive robot players have it out in an overhe perspective game with

very simple play control. The Control Pad is used to move the player that is B Button controls passing shooting, jumping and







In addition to buzz saws, missiles and land mines there are coins on the court that add to your post-game purse. When you earn anguigh money you can buy robots that excel in so acility, shooting, passing, The most powerful and Bill Laimbeer model, Earn enough money and you

GAME TYPE

Comic Action

Comic Action

Street Fighting

Eniz Adventure

Comic Action

Arcade Action

Flight Simulator

Simulation

Combot Bosketboll

Camic Bank Action



punching.

ActRoises

Paperboy 2 Pilotwings

Populous

VOLID CLUDE TO IF LATEST NES RELEASES

TOUR	GU	IDE	ıU	
TITLE			COMP	ANY

The Addoms Family Oceon Borbie Hi Tech Batman: Return of the Joker Sunsoft 1P/PASS **Golf Grand Slam** Atlus

Irem Kung Fu II Irem Tole Spin Copcom Tiny Toon Adventures Kanomi Treosure Moster

4P-A/PASS 3.2

Airplane Action Cortoon Action Seesure Hunting Actio GAME TYPE 3.3 Chess

Gol

The Chessmaster Misdscope Eniv Hudson Rill Laimbeer's Combat Baskethall Home Alone

THO Mindscope Nintendo Accloim T & E Soft

2D.S/Bott 2P-A 1P/PASS 1 D 4P-A/Bett 3.9 PLAY INFO

2P.A = TWO PLAYER ALTERNATING

Games are made to be played with one to four players. Some also employ a bettery or password to save game play data. 1P = ONE PLAYER 2PLS = TWO PLAYER SIMULTANEOUS

20

POWER METER The Pros at Nintendo HO rate each new game. Ratings are from 1 (poor) to 6 (excellent) in four areas.

LISTING KEY You can get the most out of our game listing by understanding the categories Title Company and Game Type are self explanatory. Use this Key to understand Play lofo and the valuable Power Meter ratings.

TITLE



Here they are, top scores from red hot power players! If you'd like to see your achievements listed with those of other game masters, rack up the high scores and send your photos in. If your scores are among the best we receive, they might just make our list!

,			James Horton	Herndon, VA	
■ ASTYANAX			Jeramiah Heller		Finished
David Paulina	Los Angeles, CA	9,100,200	Heather Richardson Josh Finn	Old Bridge, NJ Corland, NY	Finished
BATTLETOADS	6	- 1	III DICK TRACY		
Brian Wilmott Jason Orlando	Akron, OH Lambertville, NJ	Firished Firished	John Sheaffer Jr.	Perryville, MD	Finished
Eric Welch Matt Doon	Mendian, ID Houston, TX	Finished	■ DRAGON SPIR	IT	
Ryan Dwyer John Reed	Voorheesville, NY Ferton, MO	Finished	Andrew Green	Newport, TN	Finished
Mike Heidenreich Joey Tolyay	Highland, MI Edmonton, AR	Frished	DR. MARIO		
Jeff Cooper Michael Astete	Bend, OR Smi Valley, CA	Finished	Dorothy Sommers Jasper Rosenberg	Mami Beach, FL South Bend, IN	2,191,700
Chris Chipman Henry Hughes	Tucson, AZ Stafford, VA	Finished	Denris Gregorovic	Hamilton Square, NJ Liskewood, CO	843,800 706,300
Churg Kang Cirdy Kang 8	Ewa Beach, HI Hilo, HI	Finished	■ FARIA	EMBW000, CO	700,300
Paula Silvestre			Glen Jones	Albany, QR	Finished
BIGFOOT			Josh Woods Richard Chikamura	Sheboygan, WI Seattle, WA	Finished
Geoffrey Kimak	Law, HI	Finished	Warren Bushey &	Gainesville, TX	Firshed
			Michael Starcher Charles Hamon	Dallas, TX Holiday, FL	Finished
CASTLEQUEST			Jeff Yee Sherri Louis	Calgary, AB Williston, FL	Fireshed
Betty Villa Richard Tuck	Yuba City, CA El Cernto, CA	Finished	■G.I. JOE	TERRITOR, P.L.	PHENOU
CONQUEST OF	THE CRYSTAL	PALACE	Greo Palk	New Millord, NJ	Finished
Matt Outrome	Circumo OH	Finished	Andrew Fitzgerald Joseph Orowsky	Virginia Beach, VA Philadelphia, PA	Finished
Errilo Romero	Santa Fe, NM	Finished	III THE IMMORTA		1 11121800
■ DÉJÀ VU			Evan Taylor	Convers. GA	Finished
Timothy Davis Cory Bailey	Lakeland, FL Orange, MA	Firished Phished	Dennis Tamosan	Hio, HI	Finished

88 NINTENDO POWER

THE LITTLE ME	RMAID	5000	■ THE ROCKETEE	R	
Zachary & Shannon Skeens Jenny Lively Melissa Kaplan Tracie Hurst	Gas City, IN Walnut Croek, CA Arcadia, CA Auburn, CA	Fireshed Finished Finished Finished	Cint Sausaman Jeremy DeWitt Kerth Wiccax Tom Eddie James Fair	Denver, IN Southern Pines, NC Hempstead, TX Orlando, FL Owasso, OK	Finished Prished Finished Finished Prished
INARC Jimmy Ignatuk & Louey Simon Jeff Piercy Dan England Daniel Moore	Williamsport, PA Pembroke, KY Tacoma, WA Warrenville, IL	9,749,250 1,581,500 1,537,700 1,367,400	Jerry Stevens Jisson Ash Enc Pena Chris Donado Ryan Kellay Angel Ramos Chad & Joshus Helt	Mountain Home, ID Lubbook, TX San Antonio, TX Caldwell, NJ San Diego, CA Passaso, NJ Kingman, AZ	Finished Finished Finished Finished Finished Finished
MOBUNAGA'S A Glern Capparell	AMBITION II Hasbrook Heights,	NJ Finished	Bil & Aaron Carroll Jered Hintz Jay Cartwight	Planes, ND Remer, ND Releigh, NC	Finished Finished Finished
■ PINBALL QUES Freddie Hanson Catalina Rodriguez	Stidell, LA Greenfeld, WI	9,999,990 8,259,580	Rischel Smith Dawd Trossman Lance Black	Belvidere, NJ Glerrysew, IL Holden, ME	Finished Finished Finished
PINBOT Ray Punion Ben Winkler Will Holly	Summerville, SC Madison, NJ Carlsbad, CA	99,999,999 23,770,870 20,240,470	SKATE OR DIE II: THE S Keith Sryder Brandon Fenske Michael Killoren	New Oxford, PA Rochester, MN State College, PA	213,200 196,570 146,336
PIPE DREAM Patricia Murphy Mark Thompson Tina Busan	Lakewood, OH Jacksonville, FL Branchville, NJ	8,388,500 5,586,300 5,022,500	Michael Wong & Tito Soriano	Ashland, OR	Finished
Mchaol Htt Redestor Rigos Bran Htt Aaron Amastrong Stiven Libboto Ryan Canter Bran King Davis Graham John Krissella Jonathan Soppes	Scottzdale, AZ Los Angeles, CA Mesietts, GA Associdero, CA Union Beach, NJ Aloha, OR Auroris, CO Akron, OH Dubuque, IA Berningstess, Al	Finished Finished Finished Finished Finished Finished Finished Finished Finished	Miko Dobranski & Jos Saller Fred Pellerfo Jeff Stuff S	Dellas, PA Rolla, MO Brocheodisvillo, PA Appile Valley, CA Iron Mountain, MI Frisser, MI Kansas City, MO Carnon, CA Nowark, CA Carnbergach, NY	Finished Finished Finished Finished Finished Finished Finished Finished Finished Finished Finished Finished
John Serakas	Schuykil Haven, F	A Finished	Roseann Bedell	Township (b)	Contribute

REVENGE OF THE GATOR Ben Trigo 1 502 140

VHOMP 'FM

Finished

RE YOU A POWER PLAYE

If you want to see how you rate, record your power accomplishments on film and send them to NES Achievers. If yours is one of the highest scores we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. We're starting to receive Super NES scores, too, so beginning next month, we'll be making some changes and including those top scores, too. Why not give it a shot? The only thing certain is that you won't make the list if you don't Sand Your Entries To: Nintendo Power **NFS Achievers** P.O. Box 97033 Redmond, WA 98073-9733





Volume 31 December 1991

The NES is about to get bumped out of its solo spot on the Top 30. Beginning next month, we will expand our coverage to list the Top 20 games for Game Boy, the NES and the Super NES.

Use this color-coded key to check on your favorite games.

Newcomers appearing for the first time this month.

> Games that have appeared between two and nine times.

Titles that have made the Top 30 ten times

or more. Number of months the games have rated









and basking in the spotlight. THE ARCADE GAME

Fast and furious arcade action appeals to the many avid fol-

lowers of the tenecious Turtles. **FINAL FANTASY**





captures the fancies and fantasies of Final Fantasy fans.





incorporates time-traveling and

CRYSTALIS Another mystical RPG. Crystalis DR. MARIO TECMO BOWL



add to the legend of Erdrick.

DRAGON WARRIOR WIZARDRY DESTINY OF AN EMPEROR MEGA MAN II

MEGA MAN III Rush, the mechanical mutt, joins Mega Man in his third attempt to out-wit the wicked Wilv. THE SIMPSONS: BART VS. THE SPACE MUTANTS It's maybern when Bart takes on

MONOPOLY THE LITTLE MERMAID BASES LOADED II ULTIMA: 98 \$1,274 CASTLEVANIA III — DRACULA'S CURSE



TETRIS

What more can we say? The challenge of this innovative puzthe continues to compal players. SUPER MARIO 1105 2

the suspicious space mutants

that are posing as earthlings.

ZELDA II DE ADVENTURE DOUBLE DRAGON III DOUBLE DRAGON II

NINIA GAIDEN TI TEENAGE MUTANT MANHATTAN PROJECT SOLSTICE

Our feverite plumbers hold a second spot in the top ten this month. What a dynamite duo!

VOLUME SE 91





2. TMNI II. The Aroada Game

3 Meso Mon El

5 Drogon Women

9 Dragon Womer E

15 Super Morin Bros. 2

17 American Citedators 18. Rosebell Stors

Drogan Worrior # 23. Niran Gradien II 24 Crystolis

26 Disney's Duck Toles

29 Terminator 2 Judgment Day

30. Yearnes Madret Miran Turkes PLAYERS REMAIN LOYAL

TO POPULAR PAKS

dominate the players' list.

Longtime favorites-Mario,

Mega Man, 'toads and Turtles-

27 Ages Lockled

16 Double Dragge II

19 StarTrosses Double Dragon II

The Legand of Zaldo The Supposers Bort to the Soore Mutanito

Zeldo E-The Adventure of Link

TMNI III. The Markshat Project

13 Costoveno El -- Droculo's Curse

4. Boristocch

2,487

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1,071

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743

700



1. Crystolia Drogen Worrier E Baltistoorly





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Mago Mas El 17 Non God-o -Dracule's Curse

	CHOSONY IN
	his Khon
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	wave II-
Mega	Mon E

22 Noturopa's Ambition II

25	Batrean
	Manioc Man
	Zeiclo II The
28	Dragen War
79	Tetrs

As usual, the pros pick mostly RPGs. The greater the challenge, the more they like it.

Advertors of link



1.476

1,455

eono Sowi
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uper Mono Bros. 2
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servage Mutart Nivos Turfes
VWF Wrestemores Challenge

	Mega Mon III
	Dregon Worrior II
17	Double Drogon II
18	Nirea Geiden II
19	Red Roper X
	Big Bird's Hide and Speak
21	Bugs Burry Batholoy Blowout
72	Double Drogon (E)
23	Poper Boy
24	Adverture bland II
25	Disney's Mickey Mausecopodes

26 Disney's Rescue Rangers 27 Bill FEWY's NASCAR Challenge 78. Bottle Tonk 29. Blodes of Steel

DEALERS' LIST RUNS THE GAMUT From Bugs Bunny to Bases Loaded their choices reflect con-

sumer demand for variety.



CELEBLITY FLORILI

-MAYIM BAILIK-

I flayim Balik were to create a Nintendo video game, its payers would reach new levels by the discovering at and music or by saving a prince—instead of a princess. Its ultimate goal would be to become a complete and happy person. That doesn't describe van despressed by the person that doesn't describe was a princess. But with a paying with a princess that the princess is the princess that the princess is the princess that the princess is the princess of th

The spunky 15-year-old star of the hit television series, "Blossom," is as versatile as she is stalented and as smart as she is artistic. She's an accomplished across and musician whose pastime, to name a few, include signific, dending, polyent my whose pastime, to name, a few, include signific, and polyent my saving the environment, hanging out with friends, playing Nintendo games, and keeping tabs on Crystal, her adopted whale. In "Blossom," which airs on NBC,

Mayim portrays Blossom Russo, a teenager in the throes of adolescence who is left to grow up in an all-male household after her parents' divorce. Blossom faces the challenges of life with imagination and a healthy

with imagin

sense of humor, which makes her a lot like Mayim. In real life, Mayim has a real family that gives her the sense of security that Blossom sometimes lacks—but tries her best to overcome.

oome.
Mayim became an
avid Nintendo fan
when she first discovered fetris. "I love
playing video games
because when I pick
them up, I'm suddenly in a different
world," she says.

That is a familiar concept, considering that Blossom's anxieties are often reflected in a series of outrageous dreams, one of which included meeting ALF at the gates of

Heaven!
The cast of "Blossom" has lots of fun on the set. Everyone plays Game Boy, and the technicians are so into Golf that they illuminate.

their Game Boy systems when the set is dimmed for taping. Mayim's favorite Game Boy game is Terris doubles. She plays with co-star Joey Lawrence who, she says, is "rally into

Nintendo."
Mayim says that being on "Blossom" doesn't feel like work at all, and she hopes to continue with it for as long as

possible. Although she has warted to be an actress for as long as she can remember, Mayim couldn't convince her parents that she was serious about it until she was 11. At 12, she got her first big break in the feature film, "Beaches" as the young C.C. Bloom. The amazing performance she gave quickly elevated her to star status.

Mayim's impressive credits also include guest appearances on the TV series "Webster," "Empty Nest" and "Beauty and the Beast." A junior in Los Angeles County's Magnet program for gifted students, Mayim likes all subjects, especially math and science.

pecany man actions.

For a teenager like Mayim, who firmly believes that variety is the spice of life, playing Nintendo games is ideal fun, no matter what:

"If I have nothing to do or too much to do, I play Nintendo

games."



Mayon appears in a "Blossom" opisode titled "The Geek" von Oy, who plays Blossom's best friend on the show.

PAK WATCH



AND ME PAKS!!

It looks as if this new year will see some long-time favorite characters in new adventures along with an exciting crop of new games. For the NES, old favs like Mega Man and The Simpsons are sure to be huge. Super Off Road and



Bart is on his way back to the NES in The Simpsons:
Bart W. The World from the Nes of the Simpsons:
Bart W. The World from definite from the file took like at definite from the file took like at definite from the NES. For one thins, the frame story is good anough to have been the basis of one of the IV apsockes. Bart wins order to the Nes of the Nes





Bart plays the hero, but this time his actions make more sense. We thought some of the sequences rocked heavily, like Bart skateboarding at high speed on top of the Great Wall of Chine. Other coffors, like the matchine game or offices.



Smash TV for the Super NES are also based on NES hits.



puzzles, don't add much to the story or the fun, atthough the Simpson's Trivia game option will appeal to fans of the TV show. If Bart is your main dude, get set for this one sometime early next year.



RAMPART

The innovative people at Jaleco who brought us Maniac Mansion are back at it again with a game alled Rampart, Imagine Stratego, Tetris and Pirates all combined into one strategy/action game. Yen, we found it pretty hard to imagine, too. The idea is that your castle is being attacked by an armada from the sea. Position your cannons, then engage the enemy. After the shooting phase, in which you direct the cannon fire. rebuild and extend your ramperts with Tetris shared blocks in preparation for further battle. It sounds complex, but we found that the interface was easy to master and the game was a blast.







MEGA MAN IV

fans, we have been waiting for Cancom's sequel to a sequel to a sequel practically since the day we finished Mega Man III. The weit was worth it From the opening story that introduces a new mega-villain, Dr. Cassock to the jumping, sliding, climbing action of Mega Man, this game makes all the right moves. New stage bosses like Pharoa

robotic peoch was there to help out. We walked on light beams and bettled mechanoid monsters like a giant robotic hippo, mummy robots who threw their own heads



and skeletoids who wouldn't quit. We even bitch-bonned on a robocricket to cross a floor of spikes. Vou'll definitely be bearing more about this one.





Man. Doll Man and Dive Man kept

MONSTER IN MY POCKET

Konami scales down the monsters and bernes (who are also monsters) but keeps lots of hig time fun. This Pak Watcher was hooked right from the beginning when asked to choose a character-either a vampire or a Frankenstein's monster, Yeah, no more mister nice guy! There's nothing nice about the gremlins, either, or the witches, gargoyles and just about every other nasty thing under the moon that are after you. Climbing gigantic chairs and sliding down

banisters to escape the mutants is

all part of the nightmare, A special double jump gives you extra height for reaching those hard-to-reach places-like the rim of a coffee cup. You can team up with a friend for simultaneous monster mashing or



go it alone against the ghouls. Although the incredible shrinking monster idea isn't exactly new the action is intense and the bosses are daunting and baunting.



Super Nintendo

DEVELOPMENT DISPATCH

The two games featured this time in the Super NES Development Dispatch have already proven their success with NES versions. So why bring out Super NES versions, you might ask. One reason is that the programmers can include better control and more game options as well as the high-octane graphics and sound that we'd expect from a Super NES Pak. The result is exciting new games with a familiar feel.

SUPER OFF ROAD

Super Off Road from Tradewest looks sophisticated and sounds sophisticated but the action is down and dirty. As NES Super Off Boad fanatics already know the game pits four off road trucks against each other and some totally killer tracks. The more you win, the more money you'll earn for improving your truck with shocks, engines, tires and Nitro. This Super NES version scores over the original in the hard rock-

ing sound track and sound affects

plus the great graphics. The only drawback is that only two players can drive head-to-head, unlike the NES version's four-player ontion.



the track, and the challenge remains as intense as ever. We had the most fun on the two-player simultaneous option, bashing our way to victory.



SMASH TV

Smash TV from Acclaim options such as stane select are picks up where Rollerhall and The Running Man left off. You become the contestant battling both for his life and untold riches. The award-winning arcade version of this name has become one of the highest ranked quarter munchers of the past year. Our quick peek at the early Super NES version reveals a good reason. for devotees to start saving their

first rate. The only drawback was that we had only two-player simul-



taneous action. As for the game action, the combatants do every thing but smash your TV.



GOSSIP GALORE

THE SUPER CONNECTION

ine-the Nintendo Super Sysan annual Coin-Op show. The w units feature hit names like Super Tennis, F-Zero and Si rio World that are also availole for the Super NES, Instead buying time in games like SMW, the Super System allows you to buy extra lives so you can continue



We don't pretend to be able to read the future here at Pak Watch, but from time to time we get an enticing alimpse of things to come. One game due out in '92 is leading the way toward virtual reality with digitized graphics. Super Battletank from Absolute features graphics that are reproductions of actual photos that have been broken down into digital bits. In digital form, the photos can be programmed into the game. The game itself is based on the Persian Gulf conflict and looks so real that you'll wonder if it's Super NES or CNN.





RUMOR WRAP UP

The raddest, baddest mutani rumor is that the Turtles from Konami will be back in '92 on both the NES and Super NES For those of you with a taste for music rather than nizza, check out the Super NES version of The Software Toolworks Mirade Keyboard (pictured) with enhanced sound and graphics.



NES PLANNER COMING SOON

Attack of the Killer Tomatoas Avengers

Rio Force Apa Bucky O'Hare Cybarball The Empire Strikes Back G.I. Joe 2

Hammerin' Harry Maga Man IV Might & Magic Moneter In My Pocket Nightshada Overlord

Remnart Booky Rart Vs. The World Terminator 2: Judgament Day

Toyic Crusadera

Uncharted Watera Winneds & Marriors III

SUPER-NES-PLANNER

Ryan's Basebal

anderers From Ys

BACK ISSUES STRATEGY GUIDES

Vintendo Power's back issues are available indi vidually. Add then to your collection! They con tain those exciting reviews:

Volume 14 15 de / Atro 1901 Persone Rangers Snoke's Revenge, Solston, Crystalis Marrior Microion incl forcey, Relier Govers, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle. - Dr. Morie Confevenie III — Droculo's Curse, Little Nemo he Dream Moster, Solar Jehman Uen '914: Mago Mon III. Déis Ve Georgies 2. The imported Storfropics, MONT E: The Arcade Gome, Quantum Pichter, Masician, Ultimor Quest of the Auston G.I. Joe, Hudson's Adventure Island IL 1): Prover Blade, Sword Moster, Totally Rad, Moropoly.

Advertures of Loin III. The Rockstoer, The Lore no 25 (hore '91): Bottletoods, Day Oreamin' Dovey, NES Open Tournament Golf Robin Hood, Rockin' Kets The Little Menneid. l: Ninia Gaiden 3, Droson Worrior II & III, Darkman Super Marie World, Sta F-Zero, Stor Trek, Roger Clemens MAP Baseball, Metroid, Shatterh Finel Fentary II, The

Cormon Sondiege?

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cover some of the most popular games over and cautoin the most complete information there is.

Strather Guides Many Aveilables Volume 13: Super Merie Bros. 3 Volume 15: Nivia Gaiden III Volume 17: Final Fantary

Volume 19: A-Pleaser Fatter wat describe



Tip Books Avoileb The Legand of Zelda: Tips and Toolics How to Win at Super Morio Bras. Placer's Guides evailable naw at \$15

-The NES Game Affas -The Game Bay Flaver's Guide

To order the strategy source of your choice, use the order form in this issue.

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itumped by a game? Coll our Game Counselors for help between 4 g.m. and midnight Pacific time. Manday through Saturday, or 8 a.m. and 5 p.m. Sunday. I's long distance, so before you coll, be sure to get permission from whoever pays for hits 'NINTENDO POWER

PLATER'S FOUL CONTEST WINNERS FROM BUIGHST 1991 NE BOOTH AND A YEAR'S PHONE BILLS WINDLE Kenneth Grzyn-re Elizabe, MS

The SECTION FOR PHYSICAL WITHOUT WHITE AND A PROPERTY AND A PROPER

Cit. Silia Presson, Opelfon, Al; Monthore References in Section of Report Resignations. NY, Linda Sigde Cook, For Hyper, Ril, Kenneth Springer, Sections, MO, Johnson, Horsen, Lakelmei, Seettle Bookh, Ri, Seettle Stages, Sections, Southern, CT, Jenny Voughe,



Beginning next month, we're adding regular comics that feature your favorite Nintendo characters. Every issue will be 16 pages longer

BIGGER

NES, Super NES and Game Boy departments will be color-coded and easier to find. The Top 20 for each system will be listed in a new fea**BETTER**

BLOCKBUSTERS

No matter which systems you have, you can count on complete coverage of the best games! Next month's powerhouse issue reviews the latest and greatest for each system, then, in a special pre-



than before!

ture that replaces Top 30.















al of Quality



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Thonk Vou and EN IOV

